

UNIT STATES

At any point in the game, units will be in one of the following states:

- **STEADY:** The unit has no hits, or the number of hits is currently less than the WORN rating for the unit.
- **WORN:** A unit is WORN as soon as it has suffered hits equal to or greater than the WORN rating (but less than the SHAKEN rating).
- **SHAKEN:** A unit is SHAKEN as soon as it has suffered hits equal to or greater than the SHAKEN rating. SHAKEN units cannot CHARGE and are required to immediately ROUTE if SHAKEN at the end of a round of MELEE.
- **BROKEN:** A BROKEN unit is immediately removed from play. Units are BROKEN when they ROUTE off the table or as a result of a MORALE test.

DICE AND REROLLS

All dice rolled in the game are six-sided dice (D6). When rolling a D2 a result of 1-3 = 1 and 4-6 = 2. When rolling a D3 a result of 1-2 = 1, 3-4 = 2, and 5-6 = 3. When taking an ORDER or MORALE test, rerolls may apply. You cannot reroll a die that has already been rerolled. Each entry in the table below provides the ability to reroll 1D6.

REASON	DESCRIPTION
In Command	Unit is within 12" of their formations commander.
Supported	2+ friendly STEADY or WORN infantry or cavalry units are within 6".
Attack Column	Unit is STEADY or WORN in attack column formation.
Reliable	Unit has the RELIABLE special rule.



TURN SEQUENCE

Determine initiative at the start of the game or by scenario.

Initiative player completes all phases, then the non-initiative player.

- 1. COMMAND PHASE**
 - a) Remove a single disorder marker from friendly units.
 - b) Resolve all RALLY orders (ROUTING units must attempt RALLY).
 - c) Move ROUTING units (if not rallied).
 - d) Resolve all CHARGE orders.
 - e) Resolve a single order for all remaining (non-ordered) units.
 - f) Remove under fire markers from units.
- 2. SHOOTING PHASE**
 - a) Resolve small arms and artillery shooting.
 - b) Resolve MORALE tests triggered by shooting casualties.
- 3. MELEE PHASE**
 - a) Resolve all MELEE combats.

TAKING TESTS (ORDER AND MORALE)

When taking an ORDER or MORALE test, D6 dice will be rolled.

Each result of 4-5 counts as 1 success. Each 6 counts as 2 successes.

D6 RESULT	SUCCESSES
1, 2 or 3	0 Successes
4 or 5	1 Success
6	2 Successes

UNIT ORDERS

Each unit is issued an order during the COMMAND phase. Depending on the unit state and order an ORDER test may be required. If unit state is not listed in the Test If column, the order test is automatically successful. If in command range, can use commander reroll. If the number of successes needed are met, the order is successful. If not successful (failed ORDER test), the unit is immediately DISORDERED (unless the unit is ROUTING, in which case ignore the DISORDERED result).

ORDER	TEST IF	# OF SUCCESSSES	SUMMARY OF ACTION
HOLD	Shaken (2D6)	0: Failed 1+: Success	Failed: Unit is DISORDERED. Success: No movement. Unit may shoot.
REFORM	Shaken (2D6)	0: Failed 1+: Success	Failed: Unit is DISORDERED. Success: May change formation and facing (around center of unit). Unit can shoot.
ADVANCE	Worn (3D6) Shaken (2D6)	0-1: Failed 2+: Success	Failed: Unit is DISORDERED. Success: Move forward at ADVANCE rate. Can OBLIQUE WHEEL SHIFT. Unit may shoot.
RETIRE	-	Auto Success	Success: Move full ADVANCE rate directly backwards while maintaining original facing. Unit may shoot.
RUN	Worn (3D6) Shaken (2D6)	0-1: Failed 2+: Success	Failed: Unit is DISORDERED. Success: Move forward at RUN rate. Can WHEEL (<u>cannot</u> OBLIQUE or SHIFT). No shooting.
RETREAT	-	Auto Success	Success: Move full RUN rate directly backwards and turn to face the direction of travel. No shooting.
CHARGE	Steady (4D6) Worn (3D6) Shaken (N/A)	0: Failed 1: Falter 2: Charge! 3+: Determined Charge!	Failed: Unit is DISORDERED. Falters: Move ½ the distance to the target unit. Unit may shoot. Charge!: Resolve defensive fire first. Move at CHARGE rate into base contact with target unit. Determined Charge!: Move at CHARGE range into base contact with target unit. Ignore MORALE test if triggered by defensive fire.
RALLY	Steady (4D6) Worn (3D6) Shaken (2D6)	0-1: Failed 2+: Success	Failed: If ROUTING, continue move, take D3 additional hits. If not ROUTING, unit is DISORDERED. Success: If unit is ROUTING, stop routing, free reform. No other movement or shooting. If unit is not ROUTING, recover D2 hits. No movement. Unit may shoot.
DISORDERED	Results from a failed ORDER or MORALE test. No movement or shooting. Unit will fight in melee if engaged. If disordered during enemy phase, add two disorder markers. If the unit is ROUTING, ignore a DISORDERED result.		
ROUTE	Results from a MORALE test after losing a MELEE combat. Unit moves at ROUTE rate (firstly) away from enemy units and (secondly) towards their sides table edge. If the table edge is encountered, stop movement. If already at the table edge, unit is automatically BROKEN.		

MOVEMENT

UNIT TYPE	FORMATION	ADVANCE	RUN	CHARGE, ROUTE, PURSUIT (IF DIFFICULT TERRAIN)	DIFFICULT	ROAD
Infantry	Line	6"	9"	Run +D3" (Advance +D3")	No Run	-
	Attack Column	8"	12"	Run +D3" (Advance +D3")	No Run	-
	March Column	10"	16"	-	No Run	x1.5
	Skirmish	9"	14"	Run +D3" (Advance +D3")	Ignore	-
	Square	-	-	-	No Move	-
Light Cavalry	Dismounted	8"	12"	Run +D3" (Advance +D3")	No Run	-
	Line	12"	18"	Run +D3" (Advance +D6")	No Run	-
	Column	16"	24"	Run +D3" (Advance +D6")	No Run	-
	March Column	20"	30"	-	No Run	x1.5
Heavy Cavalry	Line	10"	15"	Run +D3" (Advance +D6")	No Run	-
	Column	14"	21"	Run +D3" (Advance +D6")	No Run	-
	March Column	18"	27"	-	No Run	x1.5
Foot Artillery	Limbered	9"	14"	-	No Run	x1.5
	Unlimbered	3"	-	-	½ Rate	-
Horse Artillery	Limbered	12"	18"	-	No Run	x1.5
	Unlimbered	4"	-	-	½ Rate	-
Commander	-	30"	-	-	½ Rate	x1.5

ROUNDING

Always round partial movement values up to the next whole inch.

NO RUN

If in or entering DIFFICULT terrain, the unit can't RUN. If executing a RUN order and DIFFICULT terrain is encountered, the unit must immediately stop.

IGNORE

This unit treats DIFFICULT terrain as OPEN (ignore DIFFICULT terrain). As a result, this unit can execute a RUN order while moving in DIFFICULT terrain.

ROADS

To gain a road bonus, a unit must complete its entire movement on the road.

NO MOVE

Unit cannot move if in DIFFICULT terrain or if DIFFICULT terrain is encountered.

½ RATE

Unit moves at ½ rate when in or entering DIFFICULT terrain.

BUILT UP AREAS

Villages, towns, and similar are defined as built up areas and unless defined otherwise by a scenario. See the rules for Built Up Areas for more information.

OPEN TERRAIN

Basic movement rates assume movement is through OPEN terrain.

DIFFICULT TERRAIN

DIFFICULT terrain must be defined before a game begins. Commonly, DIFFICULT terrain includes fordable streams, rough/rocky ground, forests, and similar. Units cannot RUN in DIFFICULT terrain. If DIFFICULT terrain is encountered during a RUN move, the unit immediately stops. Units CHARGING through DIFFICULT terrain are reduced to ADVANCE rate for the base movement.

IMPASSABLE TERRAIN

Any terrain that units cannot enter for any reason.

OBSTACLES

Obstacles are 1" or less in height. A unit must be positioned at an obstacle (within ½ inch) in order to gain the benefits of cover from the obstacle. Units can cross an obstacle, but obstacles count as DIFFICULT terrain.

BUILDINGS

Buildings cannot be entered unless defined by a scenario.

INTERPENETRATION

Friendly units that are STEADY or WORN can freely interpenetrate each other provided there is sufficient movement to clear the units (prevent overlapping after movement). DISORDERED and ROUTING units cannot be interpenetrated voluntarily. If a SHAKEN or ROUTING unit is interpenetrated for any reason, both units involved must take an immediate MORALE test.

OBLIQUE

Move forward to the left or right along a 45° angle and keep the same facing. Unit cannot Oblique on RUN, CHARGE, ROUTE, or PURSUIT moves.

WHEELING

A unit wheels around the leading base/rank measure the distance moved from the edge moving the farthest (outside edge).

SHIFT

Unit shifts directly left or right, maintaining facing, up to ½ its move rate.

PROXIMITY TO ENEMY

Unless engaging in MELEE, a unit must stay at least 4" from enemy units.

LIMBERING AND UNLIMBERING

Artillery may limber at the start of their movement or unlimber at the end of their movement. Foot artillery can limber/unlimber only with an ADVANCE order while horse artillery can limber/unlimber with an ADVANCE or RUN order.

MOUNTING AND DISMOUNTING

Designated cavalry units executing an ADVANCE order can mount or dismount at either the start or end of their movement.

CHARGES & ROUTING THROUGH DIFFICULT TERRAIN

ROUTING units ignore DIFFICULT terrain. When CHARGING through DIFFICULT terrain, use ADVANCE rate +DX" versus the RUN rate.



UNDER-FIRE MARKERS

A unit gains an under-fire marker each time it takes 1+ hits from shooting (removed at end of COMMAND phase). For each under fire marker on a unit when it is activated (given an order), reduce the movement rate by 1".

UNIT SIZES AND MORALE VALUES

Unit sizes and morale values. Morale is shown as **WORN/SHAKEN** values. A unit is WORN when the number of hits are => the WORN value, and SHAKEN when hits are => the SHAKEN value. Units are represented by a specific number of bases that can contain any number of figures (suggested figure count below).

UNIT TYPE	SMALL	STANDARD	LARGE
Infantry	7/14 4 Bases 16-24 Figures	9/18 6 Bases 24-36 Figures	11/22 8 Bases 36-48 Figures
Cavalry	6/12 4 Bases 8-12 Figures	8/16 6 Bases 12-18 Figures	10/20 8 Bases 16-24 Figures
Skirmishers	4/8 3 Bases 6-9 Figures	5/10 4 Bases 8-12 Figures	6/12 5 Bases 10-15 Figures
Foot Artillery	4/8 2 Base 2 Gun + Crew	5/10 3 Bases 3 Guns + Crew	6/12 4 Bases 4 Guns + Crew
Horse Artillery	3/6 1 Base 1 Gun + Crew	4/8 2 Bases 2 Guns + Crew	5/10 3 Bases 3 Guns + Crew
Commander	-	1 Base 1-2 Figures	-
C-in-C	-	1 Base 3+ Figures	-

HOWITZERS

Each artillery unit can replace 1 gun model with a howitzer (recommended).

VERY LARGE ARTILLERY

A very large artillery unit consists of 5 gun models with up to 2 guns being howitzers. Very large artillery units have a morale value of 6/12/18.

C-IN-C

The C-in-C is represented by a vignette. The C-in-C doesn't interact directly as a unit in the game and instead applies influence through using command points.

SHOOTING

The player who is currently acting can shoot any units that are capable of shooting in the Shooting phase (based on the order issued to each unit).

Follow this order when resolving a shooting combat:

1. Declare shooting and target unit.
2. Check LOS.
3. Measure range.
4. Determine base dice.
5. Apply modifiers.
6. Roll to hit.
7. Resolve saves.
8. Mark hits to target unit.
9. If hits scored, add 1 under fire marker to the targeted unit if hit.

LINE OF SIGHT (LOS)

Determine LOS by drawing a line from each front corner of the shooting unit to the nearest visible parts of the target. If at least 1/2 of the target unit is visible and 1/2 of the shooting unit can see the target, LOS is good, otherwise LOS is blocked. A minimum gap of 4" is necessary to shoot between units. Units shooting from higher elevations can draw LOS over intervening troops at lower elevations (no gaps are necessary) and vice versa for troops at lower elevations.

MEASURING DISTANCE & ARCS

Distance is determined from the center of the shooting unit to the nearest visible part of the target unit. This imaginary line is the LINE OF FIRE. Target unit must be in front arc of the shooting unit (45° arcs).

SHOOTING TO-HIT

The D6 result needed to score a successful hit is determined by range.

BASE NUMBER OF DICE AND MODIFIERS

The base number of D6 used to shoot is based on formation.

Base dice are modified by the current unit state as follows:

- **+2/+1 dice:** shooting unit is LARGE infantry or cavalry/artillery or skirmishers.
- **3/4 Dice (Round Up):** shooting unit is WORN.
- **1/2 Dice (Round Up):** shooting unit is SHAKEN.

Apply the following modifiers on the resulting base dice:

- **Base Dice x2:** target is in MARCH COLUMN, SQUARE or is LIMBERED artillery at POINT BLANK, CLOSE or EFFECTIVE range.
- **Base Dice x2:** target is ENFILADED infantry or cavalry in LINE formation.
- **+2 Dice:** target is infantry in ATTACK COLUMN or cavalry in COLUMN formation.
- **-2 Dice:** target is in MIXED formation.
- **-2 Dice:** target is in cover or obscured.
- **-2 Dice:** target is UNLIMBERED artillery or skirmishers.

A unit will always roll a minimum of 2 dice.

COVER AND OBSCURE

Cover: Unit in terrain that offers protection from shooting.

Obscured: Unit only partially visible (obstructing terrain, intervening units, or partial LOS) or in terrain that obstructs vision but offers no shooting protection.

ENFILADE

An infantry or cavalry unit in LINE formation is subject to enfilade shooting if the shooting unit can draw the line of fire (from center of shooting unit) through one flank of the target unit and out the opposite flank of the target unit.

UNDER-FIRE MARKERS

Add 1 under-fire marker after resolving a shooting if any hits were scored (regardless of if it is saved). All under fire markers on a unit are automatically removed at the end of the COMMAND phase.

SHOOTING RANGES

SHOOTING RANGES	POINT BLANK (3+ TO HIT)	CLOSE (3+ TO HIT)	EFFECTIVE (4+ TO HIT)	LONG (5+ TO HIT)	EXTREME (6 TO HIT)
Smoothbore Musket	-	0-7"	7-14"	14-28"	-
Rifled Musket	-	0-8"	8-16"	16-32"	-
Cavalry Carbine	-	0-6"	6-12"	12-24"	-
Artillery: 12 Pounder	0-11" (D3)	12-29" (D2)	30-59" (D2)	60-89" (D2)	90"+
Artillery: 8-9 Pounder	0-11" (D3)	12-24" (D2)	25-49" (D2)	50-74" (D2)	75"+
Artillery: 6 Pounder	0-9" (D3)	10-19" (D2)	20-39" (D2)	40-59" (D2)	60"+
Artillery: 3-4 Pounder	0-9" (D3)	10-14" (D2)	15-29" (D2)	30-44" (D2)	45"+

MEASURING RANGE

Always round down partial ranges (e.g. 59 1/2 inches counts as 59).

ARTILLERY AT EXTREME RANGE

Artillery shooting at EXTREME range rolls 2 dice, regardless of modifiers.

ARTILLERY EXPLODING HITS

For each hit inflicted by artillery, roll the die indicated in the braces (e.g. if a 12 pounder artillery battery rolls 3 successful hits at EFFECTIVE range, 3 hits turn into 3xD2 hits on the target unit).

BASE COMBAT DICE (SHOOTING & MELEE)

UNIT TYPE	FORMATION	SHOOTING DICE	MELEE DICE
Infantry	Mixed (Light)	2 dice (4 dice)	-
	Line	12 dice	8 dice
	Attack Column	6 dice	12 dice
	March Column	-	-
Skirmishers	Square	4 dice per face	6 dice
	Skirmish	4 dice	4 dice
Light Cavalry	Dismounted	8 dice	6 dice
	Line	-	12 dice
	Column	-	8 dice
Heavy Cavalry	March Column	-	-
	Line	-	14 dice
	Column	-	10 dice
Foot Artillery	March Column	-	-
	Limbered	-	-
Horse Artillery	Unlimbered	5 dice	4 dice
	Limbered	-	-
Horse Artillery	Unlimbered	4 dice	4 dice
	Limbered	-	-

MIXED (LIGHT)

A mixed formation that is a Light infantry unit generates the base dice indicated in the braces, otherwise use the normal base dice entry.

MORALE

Units are required to take a MORALE test:

- After suffering hits from SHOOTING combat.
- After losing a MELEE combat.
- If a friendly unit is BROKEN within 6".

MORALE TEST

Determine successes by rolling D6 based on the unit state.



UNIT STATE	# OF SUCCESSSES (TO PASS)	IF FAILED	IF PASSED
Steady (4D6)	Test triggered by ...	In MELEE: RETIRE Other: DISORDERED	No Effect
Worn (3D6)	SHOOTING: 2 LOSING MELEE: 3 BROKEN FRIENDLY	In MELEE: ROUTE Other: DISORDERED	No Effect
Shaken (2D6)	UNIT WITHIN 6": 2	In MELEE: BROKEN Other: BROKEN	In MELEE: ROUTE Other: No Effect

SAVES

HITS FROM	BASIC SAVE	IN COVER	FORTIFIED
Small Arms	5+	4+	4+, Reroll failed saves
Artillery	6	5+	5+, Reroll failed saves
Melee	6	N/A	N/A



RESOLVING CHARGES

Resolve CHARGES in the COMMAND phase

DECLARE CHARGES

Charging units ...

- Must not be SHAKEN.
- Must be within (potential) move range.
- Must have a clear and unobstructed (no intervening units - even if also charging, or terrain) path to the target unit.
- Must be infantry in line or attack column, cavalry in line or column, or skirmishers charging other skirmishers.



ORDERS TEST FOR CHARGING

An ORDER test is required for all units. Successes determine charge result:

- **0 Successes = Failed!** Order is failed and the unit becomes disordered.
- **1 Success = Falter!** Move ½ the charge distance to the target unit.
- **2 Successes = Charge!** If farther than 6" from target unit and in the front arc, resolve defensive fire and any resulting MORALE test. If MORALE test is passed, or there is no defensive fire, move into base contact with target unit.
- **3+ Successes = Determined Charge!** Same as Charge! except ignore any MORALE test triggered by defensive fire.

MOVING CHARGERS

Move at a CHARGE rate into base contact. CHARGE rate uses ADVANCE rate +DX" instead of RUN rate if charging through DIFFICULT terrain.

CHARGING SHAKEN UNITS

If the target unit being charged is currently SHAKEN and the charge to contact is successful, the target unit is required to take an immediate morale test. If the morale test is passed, the unit holds position and can react to the charge normally. If failed, the target unit is BROKEN (as normal when failing a morale test when SHAKEN). The charging unit must complete movement up to the point of contacting the target unit (remove the target unit after completing this movement). If the charging unit is cavalry, follow the rules for cavalry breakthrough. Resolve the breakthrough immediately.

MULTIPLE CHARGERS

Only 1 unit can charge or fight MELEE against any 1 facing of a target unit.

DEFENSIVE FIRE

After a successful ORDER test to CHARGE, if the charging unit is further than 6" from the target unit, the target unit can shoot defensive fire. This is resolved immediately before moving the charging unit. If a morale test is necessary as a result of the shooting, take the test immediately. If passed, continue the charge. If failed, apply the result to the charging unit immediately (unit doesn't charge).

CAVALRY CHARGING INFANTRY

Infantry (not in square) charged by cavalry to the front must take an ORDER test to form emergency square (unless already in square formation). The ORDER test requires 3 successes to pass. If failed, the unit is immediately disordered and does not form square. If passed, the unit forms square immediately. Cavalry must RETIRE at the end of the first MELEE round if the square is not BROKEN.

CHARGING AGAINST CAVALRY

Cavalry that is successfully charged may immediately conduct a RETIRE in response. Complete the RETIRE before moving the charging unit. The charging unit then completes the CHARGE movement.

CAVALRY CHARGING CAVALRY

Cavalry charged by other cavalry may counter-charge. Take a CHARGE ORDER test. If successful, both units meet ½ way and both count as charging. If failed, the unit is immediately DISORDERED (and does not counter charge).

SKIRMISHERS

Skirmishers can only charge other skirmishers. Skirmishers that are charged by non-skirmish units will immediately RETIRE unless defending a built-up area (in which case they hold and fight MELEE). If the skirmish unit is contacted after RETIRING, the unit is immediately BROKEN at the start of MELEE phase.

FLANK AND REAR CHARGES

Each unit has a front, flank and rear (45° arcs from each corner of the unit). ½ or more of a unit must start its charge within the target unit's flank or rear quarter in order to contact the facing. A Target unit can't conduct defensive fire to flank or rear arcs (if multiple chargers, only distribute hits to the unit in the front arc). An infantry square has no flanks or rear (all sides count as being to the front).

SUPPORTED AND SUPPORTING UNITS

Infantry units in line formation and unlimbered artillery units can be supported by one infantry unit in attack column that is positioned directly behind the unit and in base contact. If the supported unit is engaged in MELEE, the supporting unit contributes ½ base dice to the MELEE combat. All hits are distributed on the supported unit and the supporting unit does not count as being part of the MELEE (no MORALE test for losing MELEE). If the supported unit RETIRES, ROUTES, or is BROKEN, the enemy unit(s) can immediately CHARGE the supporting unit (no defensive fire). This new MELEE is resolved immediately.

MELEE

All MELEE combat is resolved in the MELEE phase.

TO-HIT

The basic to-hit roll required to score successful hits depends on the fighting units QUALITY. Consult the MELEE TO HIT table.

BASE NUMBER OF DICE AND MODIFIERS

Consult the BASE COMBAT DICE table.

Base dice are modified by unit state as follows:

- **¾ Dice (Round Up):** is WORN.
- **½ Dice (Round Up):** is SHAKEN.

After applying the above, further modify base dice by unit disposition:

- **¾ Dice (Round Up):** unit is engaged in MELEE to either or both flanks.
- **½ Dice (Round Up):** unit is cavalry in MELEE against infantry in SQUARE.
- **½ Dice (Round Up):** unit is infantry not in SQUARE in MELEE against cavalry.
- **½ Dice (Round Up):** unit is engaged in MELEE to the rear.

Apply the following modifiers on the resulting base dice:

Your unit ...

- **Base Dice x2:** is defending a built-up area.
- **+2 Dice:** is defending an obstacle.
- **+2 Dice:** is CHARGING (first round of melee only).
- **-2 Dice:** is fighting against an enemy that is uphill.
- **-2 Dice:** is DISORDERED.

A unit will always roll a minimum of 2 dice.

SAVES

Roll a D6 for each hit in melee (see SAVES table).

WINNING, LOSING AND DRAWS

The side that scores the most unsaved hits wins the round of melee.

The loser is required to take an immediate MORALE test (consult the MORALE table). If the test is passed, or if the result was a draw, immediately fight another round of MELEE. Continue until one side RETIRES, ROUTES, or is BROKEN.

Winning units that are SHAKEN during MELEE only test MORALE if the enemy unit(s) HOLD (ignore test if all enemies ROUTE, RETIRE or are BROKEN).

If an enemy unit ROUTES, and your unit is an infantry or cavalry unit that is now unengaged in MELEE, it is required to test for PURSUIT.

If the enemy unit is BROKEN, cavalry unit required to test for BREAKTHROUGH.

If the winning unit HOLDS (does not PURSUE or BREAKTHROUGH), and the enemy unit has RETIRED, ROUTED, or is BROKEN, the unit has the option to occupy the former position of the enemy unit. If multiple units can occupy, pick only one unit. Occupying unit can change facing (not formation) to align the front of unit and facing to the rearward direction of the former unit.

EXTRA HITS

If an enemy unit RETIRES or ROUTES from MELEE, and a least 1 friendly unit HOLDS, the enemy unit immediately suffers D6 additional hits (apply saves).

ROUTE

Routing units will (firstly) move directly away from the engaged enemy units via the clearest path possible from the front arc that avoids enemy units then friendly units. (Secondly) routing units will move towards their sides table edge. If there is not open path available, the unit is immediately BROKEN. Routing units ignore DIFFICULT terrain.

PURSUIT (INFANTRY & CAVALRY ONLY)

Roll a D6. On a 1-3 the unit HOLDS. On a 4+, conduct a PURSUIT move, following the ROUTING unit. If the ROUTING unit is contacted, immediately fight one "free" round of MELEE (defender rolls no dice). After MELEE, the unit ROUTES and the pursuing unit automatically HOLDS. If unable to pursue due to space or terrain, the unit HOLDS. If an enemy unit is encountered during the pursuit (contacting ROUTING unit is priority - only contact a new enemy unit if it is not possible to contact the ROUTING unit), resolve a new CHARGE against the intervening enemy unit.

BREAKTHROUGH (CAVALRY ONLY)

Roll a D6. On a 1-2 the unit HOLDS. On a 3+ the unit conducts a BREAKTHROUGH. The unit can declare a new CHARGE against any unit in its front arc. A cavalry unit is limited to 1 BREAKTHROUGH per turn.

LIMBERED ARTILLERY, MARCH COLUMNS AND SKIRMISHERS

Limbered artillery, march columns, and skirmishers not in a built-up area contacted by infantry or cavalry contacted in MELEE are immediately BROKEN at the start of a MELEE combat (no dice are rolled). The charging unit counts as having won the MELEE combat (if applicable do a cavalry breakthrough).

MULTIPLE UNITS IN MELEE

Hits are distributed evenly across all units engaged in MELEE (odd/uneven results are distributed by the player inflicting the hits).

MELEE TO HIT

QUALITY	TO HIT
Militia	5+
Regular	4+
Veteran	3+
Guard	3+



C-IN-C (ARMY COMMAND)

C-in-C or army command is represented on the battlefield using a vignette. This does not count as a unit and is only representative of the army command. If the C-in-C is contacted during the game by units simply move it out of the way.

C-IN-C QUALITY

C-in-Cs are of different qualities, which effect the number of CPs that will be available to them throughout the game.



COMMAND POINTS

Command Points (CPs) allow the C-in-C to interact with the battle by influencing key actions or moments during the game. They represent the army command themselves, or their trusted subordinates enacting the C-in-Cs will and orders.

REPRESENTING COMMAND POINTS

Use a die or other token placed on or beside the C-in-C vignette to show the current number of remaining CPs available for the army.

GENERATING COMMAND POINTS

CPs are generated as follows:

- **At the start of a game.** Roll a dice as indicated by the Command Points table for each formation in the army. These are the starting CPs available to the army for the entire game.
- **When an enemy unit is BROKEN.** Immediately gain 1 CP.

Additionally, gaining certain objectives in the game may provide additional CPs (per specific scenario rules).

USING COMMAND POINTS

Each Command Point (CP) available can only be used once per game. CPs are used to execute Command Actions. The Command Actions table details each action available, how many CPs they cost when used, exactly when they can be used, and what effect occurs as a result of the Command Action.

COMMAND INFLUENCE

Unless otherwise stated by special rules or scenario rules, C-in-Cs can only use Command Actions for units within their own army. Likewise, commanders can only ever be used or benefit units from the formation they are commanding.

COMMAND ACTIONS

COMMAND	COST	COMMAND ACTION
Lead The Fight! (MELEE)	1	Use at the start of a MELEE, before rolling dice. Choose a unit in MELEE. Move the unit's commander into base contact with the unit. If already engaged in another MELEE, then this command action is not available. The unit can reroll all failed to hit rolls for this MELEE (do not apply to MELEE fought as a result of PURSUIT or BREAKTHROUGH). After the MELEE is resolved, roll 1D6. If the result is a 1, the commander is killed and removed from play. Units in the formation cannot benefit from being in command for the remainder of the game. On a result of 2+ there is no effect.
Reinforce! (COMMAND)	1	Use at any point during the COMMAND phase. Choose a SHAKEN or WORN infantry or cavalry unit that is not ROUTING and has a STEADY unit of the same type within 6". Remove D3+2 hits from the SHAKEN or WORN unit and add the removed hits to the STEADY unit.
Hold The Line! (ANY)	1	Use after rolling a MORALE test. The unit can reroll a failed MORALE test (counts as new test – apply regular rerolls).
Reform The Ranks! (COMMAND)	1	Use at the start of the COMMAND phase. Choose a unit that is currently DISORDERED. Take a MORALE test. If 2+ successes, immediately remove all DISORDERED markers from the unit and the unit can be ordered normally this turn.
Rally To Me! (COMMAND)	1	Use at any point during the COMMAND phase before rolling for a RALLY ORDER test. The unit will pass a RALLY order with 1+ successes (instead of the normal 2).
A Direct Order! (COMMAND)	1	Use at any point during the COMMAND phase after rolling for an ORDER test. The unit can reroll a failed ORDER test (counts as new test – apply regular rerolls).
Press the Charge! (COMMAND)	1	Use before rolling dice for a CHARGE ORDER test. The unit will pass a CHARGE order with 1+ successes resulting in a determined charge!
Concentrate Fire! (SHOOTING)	1	Use after rolling to hit for shooting during the SHOOTING phase. Reroll all failed to hit rolls for shooting.
Double Time! (COMMAND)	1	Use before moving a unit in the COMMAND phase. If on foot (infantry, skirmishers, unlimbered artillery, or dismounted cavalry), add D3" to the movement rate. If mounted (cavalry, limbered artillery, or commanders), add D6" to the movement rate.

COMMAND POINTS

C-IN-C QUALITY	POINTS GENERATED	ENEMY UNIT BROKEN
Poor	D2	+1
Average	2	+1
Good	D2+1	+1

UNITS, FORMATIONS, & ARMIES

UNITS

A unit represents the functional components of a formation. Units are the smallest organization representation in the game.

UNIT TYPE

Each unit in the game has a type that is either infantry, cavalry (light or heavy), artillery (foot or horse), skirmishers, or commander.

UNIT QUALITY

Each unit in the game has a quality that is either militia, regular, veteran, or guard. Each type has modifiers and other benefits as defined by special rules or specific entries in the tables and descriptions throughout the rules.

FORMATIONS

A formation is a collection of units under the command of a single commander. Depending on the scale of game or scenario being played, a formation could be representing anything from a corps all the way down to a brigade or regiment. Formations will generally consist of between 4-8 units but can be larger or smaller as determined by individual scenarios.

ARMIES

An army is a collection of formations under the command of a single C-in-C. Most games will consist of two armies fighting against each other, although several scenarios and battles throughout history can have multiple armies engaged in a single battle.



SPECIAL RULES

Units may have one or more of the following special rules.

CUIRASSES

Unit taking hits in melee can force the opposing player to reroll 2 successful MELEE hits (or 1 if there is only a single successful hit against this unit).

ELITE

Unit can reroll a failed ORDER test.

FANATICS

When taking a MORALE test, this unit counts D6 results of 5 and 6 as 2 successes (instead of the normal 6). This does not apply to ORDER tests.

HOWITZER

For each howitzer in the artillery unit, reroll 1 failed to hit result when SHOOTING at close, effective, or long range. Do not apply this reroll at point blank or extreme range.

IMPACT

When this unit charges into MELEE, it inflicts D2+1 impact hits. These hits are automatic and resolved at the start of MELEE, before calculating base dice. These hits can be saved (6 to save). Impact hits count when determining who has won the MELEE.

IMPETUOUS

This unit is required to BREAKTHROUGH when possible (no roll – automatic).

INDEPENDENT

Unit counts as being in command if they are within 30" of the commander (instead of the normal 12" command range).

IRREGULAR

Ignore difficult terrain when moving. Unit may be deployed normally or may either Scout or Flank March (optional).

If the unit Scouts, it can make a free ADVANCE or RUN order at the start of the game (before starting the first turn).

If the unit does a Flank March, it may optionally enter the game at the start of turn 2 from the left or right board edge, between the friendly side of the table up to ½ way towards the enemy side.

LARGE UNIT

A large infantry or cavalry unit gains +2 dice to their initial base combat dice in SHOOTING and MELEE. A large skirmisher or artillery unit gains +1 die to their initial base combat dice in SHOOTING and MELEE.

MARKSMEN

Unit may reroll all failed to hit results when SHOOTING.

MIXED FORMATION

Line/Light infantry can adopt a MIXED formation when in LINE. MIXED can be formed with a successful HOLD, ADVANCE or RUN order at no penalty. Inversely, the unit can choose to revert to LINE formation during any successful HOLD, ADVANCE, or RUN order. As soon as any enemy model is within 12" of the main unit or skirmish stand(s), the unit immediately reverts back to LINE formation. If the unit is classified as LINE infantry, place the rear edge of 1 skirmisher stand exactly 6" to the front of the unit (centered). This unit rolls an unmodified 2 dice for SHOOTING. If the unit is LIGHT infantry, place the rear edge of 2 skirmisher stands exactly 6" to the front of the unit (centered). This unit rolls an unmodified 4 dice when SHOOTING. While in MIXED formation the unit gains **Marksmen**.

MOUNTED INFANTRY

This cavalry unit can dismount and fight on foot during the game.

NO MIXED

Unit cannot adopt MIXED formation.

POOR SKIRMISH

Unit can only adopt a MIXED formation using a REFORM order. Additionally, while in MIXED formation the unit does not gain the **Marksmen** special rule.

POORLY ENGINEERED

This artillery unit uses the next smallest sized gun entry on the Shooting Ranges table (e.g. a 12 pounder would use 8-9 pounder characteristics).

RELIABLE

Unit can reroll 1 die for ORDER tests.

RELUCTANT

When taking a MORALE test, a result of 6 only counts as 1 success.

ROYAL ARTILLERY

Unit can reroll any exploding hits (D2 or D3) from artillery when SHOOTING.

SMALL UNIT

A small infantry or cavalry unit suffers -2 dice to their initial base combat dice in SHOOTING and MELEE. A small skirmisher or artillery unit suffers -1D6 to their initial base combat dice in SHOOTING and MELEE.

STOIC

When the unit would normally gain an Under Fire marker roll a D6. On a 4+ ignore it (do not gain the Under Fire marker).

STUBBORN

Unit can reroll a failed MORALE test.

TAKE AIM

When this unit SHOOTs at CLOSE or EFFECTIVE range, target units SHOOTING save from small arms is increased by 1 (e.g. 5+ goes to 6).

TWO RANK SYSTEM

Unit gains a +2 dice modifier when SHOOTING (apply after base dice).

TOUGH FIGHTERS

Unit gains a +2 dice modifier in MELEE (apply after base dice).

UNRELIABLE

When taking an ORDER test, a result of 6 only counts as 1 success.

VIVE LE FRANCE

When the unit is in ATTACK COLUMN while STEADY or WORN, the unit can reroll a failed ORDER test.

UNIT QUALITY

Each unit in the game has a quality that is MILITIA, REGULAR, VETERAN, or GUARD. Each of these types and associated special rules are defined further below. Army lists define a baseline for units from various nationalities in the game. Feel free to make modifications as makes sense for any scenario.

- **Militia:** Unreliable and Reluctant.
- **Regular:** No special rules.
- **Veteran:** Elite, Tough Fighters.
- **Guard:** Elite, Stubborn, and Tough Fighters.



VICTORY AND DEFEAT

Games will end based either on the number of turns played, as defined by the scenario, or because one army reaches its break point. When the game is finished, calculate victory points to determine the battle's outcome.

ARMY BREAK POINT

An army's break point is equal to ½ of the total number of units in the army, rounded up. When an army has lost (BROKEN) units equal to the army break point, the game is immediately over – the army quits the field of battle.

VICTORY POINTS

Calculate Victory Points (VPs) as follows:

- +5 VPs for each BROKEN unit.
- +3 VPs for each SHAKEN unit.
- +X VPs as defined by individual scenarios.
- +10 VPs if the enemy has reached their army break point.

If the difference in VPs is between 0-6 VPs, the game is a draw. If the difference is 7-12 VPs, the game is a minor victory.

If the difference is 13+ VPs, the game is a major victory.

GAME SCALE AND SCENARIOS

This game system has been used to represent battles of all sizes. These rules are not "tournament" oriented but instead "scenario" oriented. Balance in the game should be dictated by the scenario.

GAME SCALE LEVELS

Empires at War is played at one of the three game scales:

- **Corps Level:** Each formation represents a corps.
- **Division Level:** Each formation represents a division.
- **Brigade Level:** Each formation represents a brigade.

In all cases, units represent the functional components of the formation. The game scale level played doesn't change how the game plays, or the outcomes, however it is key when developing scenarios for the game. The primary idea is that a wargamer with a decent sized collection (say 25-30 infantry units) can represent any battle fought in the Napoleonic wars, either the entire battle (using the corps level) or some part thereof (division or brigade level).

ATTACKER VS DEFENDER ODDS

For attacker vs defender scenarios, the recommended force multiplier for the attacking forces is 1.5x the number of defending units. For example, if the defending army has 10 units, the attacking army should have 15.

SCENARIOS

There is a plethora of materials available for designing your own scenarios. I've also designed and shared many scenarios which can be found on my blog site at <https://jayswargamingmadness.blogspot.com>.

APPENDIX A: UNIT FORMATIONS

The size and number of figures on a base are far less important than the actual number of bases in a unit. Ultimately the goal is to be able to represent the various unit formations within the game, which are shown below.

Standard Size Infantry in LINE



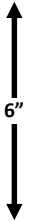
Standard Size Cavalry in LINE



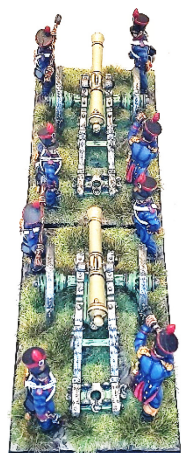
Standard Size Cavalry in COLUMN



Standard Size Infantry in MIXED (LINE)



Limbered Artillery (All Sizes)



Limbered Artillery (Alternate Method)



Standard Size Cavalry in MARCH COLUMN

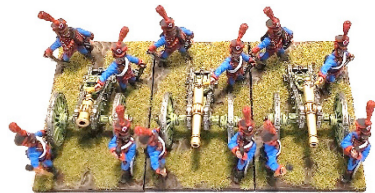
Standard Size Infantry in SQUARE



Formation Commander



UNLIMBERED Standard Size Horse Artillery



UNLIMBERED Large Size Horse Artillery (With 1 Howitzer)

OR

UNLIMBERED Standard Size Foot Artillery (With 1 Howitzer)

Standard Size Infantry in ATTACK COLUMN



Standard Size Infantry in MARCH COLUMN



UNLIMBERED Large Size Foot Artillery (With 1 Howitzer)

APPENDIX B: FIGHTING IN BUILT-UP AREAS

This section deals with fighting in built up areas.

WHAT IS A BUILT-UP AREA?

A built-up area (BUA) is any designated area on the tabletop that consists of a concentration of buildings (e.g. La Haye Sainte at Waterloo). While it is not possible for units to enter buildings normally, it is possible for units to enter a designated built up area. Note that individual buildings on their own (e.g. a log cabin or barn) do not count as built up areas unless designated by the scenario special rules.

ZONES AND ZONE LIMITS

Prior to any game, a BUA must be divided into one or more zones. Zones can be temporarily marked on the actual tabletop or they can simply be noted on a paper prior to the beginning of a game. Each zone can only be occupied by a single unit at any given time. In cases where a battle calls for a mix of small units (e.g. a grouping of detached skirmishers from multiple units) to occupy a position, they should be organized into a converged unit for the game.

MOVING INTO A BUILT-UP AREA

To occupy a zone in a BUA, a unit must first move into base-to-base contact with a part of the BUA. On the unit's next turn (or any turn the unit starts in base-to-base contact with the BUA), a REFORM order can be used to occupy the zone nearest the section of the BUA the unit is touching. The zone cannot be occupied by any unit (friendly or enemy). Units can start the game already deployed in a specific zone of a BUA. Skirmishers are the one exception to this rule and can occupy an unoccupied zone on an ADVANCE order if they can enter base-to-base contact with the BUA during their movement (they immediately occupy the unoccupied zone).

MOVING WITHIN A BUILT-UP AREA

Units can move between adjacent zones by executing a HOLD order. It is possible for two adjacent units to "swap" zones simultaneously if they both execute a successful HOLD order.

MOVING OUT OF A BUILT-UP AREA

To move out of a BUA, a unit must execute a REFORM order. Place the unit in any valid formation touching the outside edge of the BUA, within the area of the zone the unit previously occupied. Skirmishers can execute a run order to move freely out of a BUA. Measure distance from the edge of the BUA adjoining the zone that was previously occupied.

RETIRING WHEN IN A BUILT-UP AREA

A unit that is forced to RETIRE for any reason when in a BUA will first attempt to occupy an adjacent empty zone within the BUA. If an empty zone is not available, the unit is forced to move out of the BUA. Exiting the BUA counts as the RETIRE movement. The unit is placed outside the BUA in base-to-base contact with the BUA, on a side that is farthest away from enemy units. If the unit is unable to be placed in base-to-base contact with the BUA due to proximity to enemy, the unit is automatically BROKEN. Artillery units forced to RETIRE from MELEE when occupying a BUA are automatically BROKEN.

UNIT FORMATION IN A BUILT-UP AREA

Infantry units use the SHOOTING and MELEE entry for ATTACK COLUMN formation when determining base dice, but do not gain any other formation specific benefits from being in ATTACK COLUMN. Mounted cavalry units use the MELEE entry for COLUMN formation when determining base dice, but do not gain any other formation specific benefits from being in COLUMN. All other units, including dismounted cavalry, use their regular base dice.

SHOOTING INTO OR OUT OF A BUILT-UP AREA

Units shooting out of a BUA determine LOS and measure distance from the center point of the outside edge of the BUA zone they are occupying. Units shooting at a BUA draw LOS and measure distance to the nearest point of the outside edge of the BUA zone containing the target unit.

CHARGING INTO A BUILT-UP AREA

A unit can declare a charge against a BUA but must select a specific zone outside edge to charge against (zone must contain an enemy unit). The charge is measured to the outer edge of the zone (charge area). When charging against a BUA, the charging unit does not gain any charging bonuses (additional dice in MELEE for charging). The defending unit will count as defending an obstacle. Only 1 unit can charge a single zone edge.

DETERMINING WHO CONTROLS A BUILT-UP AREA

The side that occupies more zones of the BUA than the other is in control of the BUA for the purposes of scenarios, victory conditions, and so on. Control of a BUA is determined at the end of a turn (after both players have acted).

ZONES AND INNER/OUTER EDGES

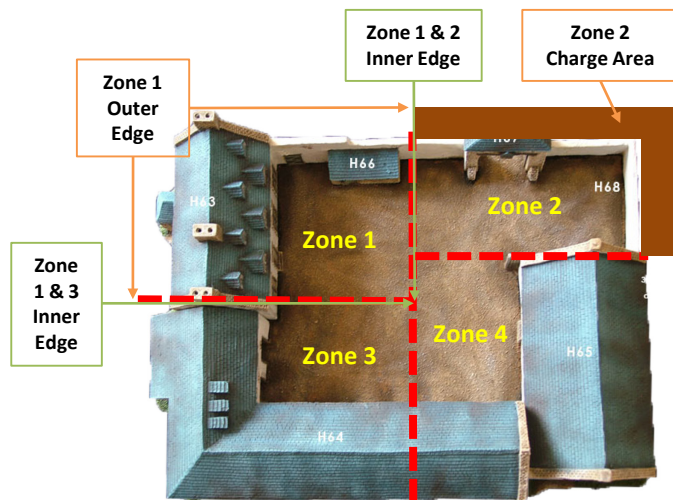
The diagram below shows how a BUA can be divided into zones and which edges count as inner and outer edges. Note that when dividing up a BUA into zones, the zones do not have to be equal in size and should have enough space to fit the bases from a single unit (e.g. at least 6 bases).

FIGHTING MELEE BETWEEN A UNIT INSIDE AND OUTSIDE THE BUILT-UP AREA

If the charging unit destroys or forces the defending unit to RETIRE, the unit may occupy (enter) the vacated zone in the BUA (free movement). If multiple units are engaged with a single zone, only one unit can occupy the zone at the end of a successful MELEE in which the target zone is vacated.

FIGHTING MELEE BETWEEN ZONES IN A BUILT-UP AREA

A unit must fight a MELEE against any adjacent zone that contains an enemy unit (across zone inner edges). If the enemy unit is destroyed or forced to RETIRE from the zone, the victorious unit has the option to occupy the newly vacated zone at the end of the MELEE. Note that this will leave the zone the unit originally occupied open as a unit can only occupy a single zone. Both units gain the MELEE bonus for defending an obstacle when fighting between zones.



APPENDIX C: FRENCH ARMY LIST



Use this as a guideline for including units in your armies.

UNIT	TYPE	SIZE	WEAPONS	SPECIAL RULES
Conscripts	Militia Infantry	Standard	Smoothbore Musket	Unreliable, Reluctant, No Mixed
Line	Regular Line Infantry	Standard	Smoothbore Musket	Vive le France
Light	Regular Light Infantry	Standard	Smoothbore Musket	Vive le France
Grenadiers	Veteran Infantry	Standard	Smoothbore Musket	Vive le France , Elite, Tough Fighters, No Mixed
Young Guard	Veteran Infantry	Standard	Smoothbore Musket	Vive le France, Elite
Middle Guard	Veteran Infantry	Standard	Smoothbore Musket	Vive le France, Elite, Reliable, No Mixed
Grenadiers a Pied	Guard Infantry	Large	Smoothbore Musket	Vive le France, Elite, Reliable, Tough Fighters, Stubborn, Fanatics, Large Unit, No Mixed
Chasseurs a Pied	Guard Infantry	Large	Smoothbore Musket	Vive le France, Elite, Reliable, Tough Fighters, Stubborn, Large Unit, No Mixed
Marines of the Guard	Veteran Infantry	Standard	Smoothbore Musket	Vive le France, Elite, No Mixed
Chasseurs a Cheval	Regular Light Cavalry	Standard	Swords, Carbines	Independent
Hussars	Regular Light Cavalry	Standard	Swords, Carbines	Independent, Impetuous
Lancers	Regular Light Cavalry	Standard	Swords, Lances	Independent, Impact
Dragoons	Regular Heavy Cavalry	Standard	Swords, Carbines	Independent, Mounted Infantry
Cuirassiers	Veteran Heavy Cavalry	Standard	Swords	Elite, Reliable, Cuirasses
Carabiniers	Veteran Heavy Cavalry	Standard	Swords	Elite, Reliable, Cuirasses
Mamelukes of the Guard	Guard Light Cavalry	Standard	Swords	Elite, Reliable, Tough Fighters, Stubborn
Gendarme d'Elite	Guard Heavy Cavalry	Standard	Swords	Elite, Reliable, Tough Fighters, Stubborn
Grenadiers a Cheval	Guard Heavy Cavalry	Standard	Swords	Elite, Reliable, Tough Fighters, Stubborn, Fanatics
Empress Dragoons	Guard Heavy Cavalry	Standard	Swords	Elite, Reliable, Tough Fighters, Stubborn
Guard Lancers	Guard Light Cavalry	Standard	Swords, Lances	Elite, Reliable, Tough Fighters, Stubborn, Impact
Guard Chasseurs a Cheval	Guard Light Cavalry	Standard	Swords	Elite, Reliable, Tough Fighters, Stubborn
Foot Artillery	Regular Artillery	Large	12pdr, 8pdr, or 6pdr Guns	
Horse Artillery	Regular Artillery	Large	6pdr Guns	
Guard Foot Artillery	Guard Artillery	Large	12pdr or 8pdr Guns	Elite, Reliable, Tough Fighters, Stubborn
Guard Horse Artillery	Guard Artillery	Large	6pdr Guns	Elite, Reliable, Tough Fighters, Stubborn

Appendix D: French Allies Army List				
Use this as a guideline for including units in your armies.				
Unit	Type	Size	Weapons	Special Rules
Duchy of Warsaw Line	Regular Line Infantry	Standard	Smoothbore Musket	
Duchy of Warsaw Chasseur/Jager	Regular Light Infantry	Standard	Smoothbore Musket	
Duchy of Warsaw Vistula Legion	Veteran Infantry	Standard	Smoothbore Musket	Elite, Tough Fighters, No Mixed
Duchy of Warsaw Uhlans	Regular Light Cavalry	Standard	Swords, Lances	Independent, Impact, Tough Fighters
Duchy of Warsaw Hussars	Regular Light Cavalry	Standard	Swords, Carbines	Independent, Impetuous
Duchy of Warsaw Chasseur a Cheval	Regular Light Cavalry	Standard	Swords, Carbines	Independent
Duchy of Warsaw Foot Artillery	Regular Artillery	Large	12pdr, 8pdr, or 6pdr Guns	
Duchy of Warsaw Horse Artillery	Regular Artillery	Large	6pdr Guns	
Italian Line	Regular Line Infantry	Standard	Smoothbore Musket	
Italian Light	Regular Light Infantry	Standard	Smoothbore Musket	
Italian Guard Grenadier	Guard Infantry	Standard	Smoothbore Musket	Elite, Reliable, Tough Fighters, Stubborn, No Mixed
Italian Chasseur a Cheval	Regular Light Cavalry	Standard	Swords, Carbines	Independent
Italian Dragoons	Regular Heavy Cavalry	Standard	Swords, Carbines	Independent, Mounted Infantry
Italian Guard d-Honneur	Guard Heavy Cavalry	Standard	Swords	Elite, Reliable, Stubborn
Italian Dragoon Guards	Guard Heavy Cavalry	Standard	Swords	Elite, Reliable, Stubborn
Italian Foot Artillery	Regular Artillery	Large	12pdr, 8pdr, or 6pdr Guns	
Italian Horse Artillery	Regular Artillery	Large	6pdr Guns	
Italian Guard Foot Artillery	Guard Artillery	Large	12pdr or 8pdr Guns	Elite, Reliable, Stubborn
Italian Guard Horse Artillery	Guard Artillery	Large	6pdr Guns	Elite, Reliable, Stubborn
Saxon Musketeers	Regular Line Infantry	Standard	Smoothbore Musket	
Saxon Light	Regular Light Infantry	Standard	Smoothbore Musket	
Saxon Grenadier	Veteran Infantry	Standard	Smoothbore Musket	Elite, Tough Fighters, No Mixed
Saxon Leib Grenadier Guard	Guard Infantry	Standard	Smoothbore Musket	Elite, Reliable, Tough Fighters, Stubborn, No Mixed
Saxon Jager	Regular Skirmishers	Standard	Rifled Musket	Marksmen
Saxon Chevauxleger	Regular Light Cavalry	Standard	Swords, Carbines	Independent
Saxon Hussars	Regular Light Cavalry	Standard	Swords, Carbines	Independent, Impetuous
Saxon Uhlans	Regular Light Cavalry	Standard	Swords, Lances	Independent, Impact
Saxon Guard du Corps	Guard Heavy Cavalry	Standard	Swords	Elite, Reliable, Stubborn
Saxon Foot Artillery	Regular Artillery	Large	12pdr, 8pdr, or 6pdr Guns	
Saxon Horse Artillery	Regular Artillery	Large	6pdr Guns	

APPENDIX E: FRENCH GERMAN ALLIES ARMY LIST

Use this as a guideline for including units in your armies.

UNIT	TYPE	SIZE	WEAPONS	SPECIAL RULES
Bavarian Line	Regular Line Infantry	Standard	Smoothbore Musket	
Bavarian Light	Regular Light Infantry	Standard	Smoothbore Musket	
Bavarian Chevauxleger	Regular Light Cavalry	Standard	Swords, Carbines	Independent
Bavarian Foot Artillery	Regular Artillery	Large	12pdr, 8pdr, or 6pdr Guns	
Westphalian Line	Regular Line Infantry	Standard	Smoothbore Musket	
Westphalian Light	Regular Light Infantry	Standard	Smoothbore Musket	
Westphalian Jager	Regular Skirmishers	Standard	Rifled Musket	Marksmen
Westphalian Guard Grenadier	Guard Infantry	Standard	Smoothbore Musket	Elite, Reliable, Tough Fighters, Stubborn, No Mixed
Westphalian Hussar	Regular Light Cavalry	Standard	Swords, Carbines	Independent, Impetuous
Westphalian Cuirassiers	Veteran Heavy Cavalry	Standard	Swords	Elite, Reliable, Cuirasses
Westphalian Guard du Corps	Guard Heavy Cavalry	Standard	Swords	Elite, Reliable, Stubborn
Westphalian Guard Chevauxleger	Guard Light Cavalry	Standard	Swords	Elite, Reliable, Stubborn
Westphalian Foot Artillery	Regular Artillery	Large	12pdr, 8pdr, or 6pdr Guns	
Baden Line	Regular Line Infantry	Standard	Smoothbore Musket	
Baden Jager	Regular Light Infantry	Standard	Smoothbore Musket	
Wurttemberg Line	Regular Line Infantry	Standard	Smoothbore Musket	
Wurttemberg Light	Regular Light Infantry	Standard	Smoothbore Musket	
Wurttemberg Jagers	Regular Skirmishers	Standard	Rifled Musket	Marksmen
Wurttemberg Chevauxleger	Regular Light Cavalry	Standard	Swords, Carbines	Independent
Wurttemberg Foot Artillery	Regular Artillery	Large	12pdr, 8pdr, or 6pdr Guns	
Wurttemberg Horse Artillery	Regular Artillery	Large	6pdr Guns	

APPENDIX F: PRUSSIAN ARMY LIST



Use this as a guideline for including units in your armies.

UNIT	TYPE	SIZE	WEAPONS	SPECIAL RULES
Landwehr	Militia Infantry	Standard	Smoothbore Musket	Unreliable, Reluctant, No Mixed
Musketeer	Regular Line Infantry	Standard	Smoothbore Musket	
Fusilier	Regular Light Infantry	Standard	Smoothbore Musket	
Jagers	Regular Skirmishers	Standard	Rifled Musket	Marksmen
Grenadier	Veteran Infantry	Standard	Smoothbore Musket	Elite, Tough Fighters, No Mixed
Guard	Guard Infantry	Standard	Smoothbore Musket	Elite, Reliable, Tough Fighters, Stubborn, No Mixed
Landwehr	Militia Light Cavalry	Standard	Swords, Lances	Independent, Impact, Unreliable
Uhlans	Regular Light Cavalry	Standard	Swords, Lances	Independent, Impact
Hussars	Regular Light Cavalry	Standard	Swords, Carbines	Independent, Impetuous
Dragoons	Regular Heavy Cavalry	Standard	Swords, Carbines	Independent
Cuirassiers	Veteran Heavy Cavalry	Standard	Swords	Elite, Reliable
Foot Artillery	Regular Artillery	Large	12pdr, 8pdr, or 6pdr Guns	
Horse Artillery	Regular Artillery	Large	6pdr Guns	



APPENDIX G: BRITISH & ALLIES ARMY LIST

Use this as a guideline for including units in your armies.

UNIT	TYPE	SIZE	WEAPONS	SPECIAL RULES
Line (+KGL)	Regular Line Infantry	Standard	Smoothbore Musket	Two Rank System
Highland	Regular Line Infantry	Standard	Smoothbore Musket	Two Rank System, Tough Fighters
Foot Guards	Guard Infantry	Standard	Smoothbore Musket	Two Rank System, Elite, Reliable, Tough Fighters, Stubborn
Light (+KGL)	Regular Light Infantry	Standard	Smoothbore Musket	Two Rank System, Take Aim
Riflemen	Regular Skirmishers	Standard	Rifled Musket	Elite, Marksmen
Life/Royal Horse Guards	Guard Heavy Cavalry	Standard	Swords	Elite, Reliable, Tough Fighters, Stubborn, Impetuous
Dragoon Guards/Dragoons	Guard Heavy Cavalry	Standard	Swords	Elite, Reliable, Tough Fighters, Stubborn, Impetuous
Light Dragoons (+KGL)	Regular Light Cavalry	Standard	Swords, Carbines	Independent, Impetuous
Hussars (+KGL)	Regular Light Cavalry	Standard	Swords	Independent, Impetuous
Royal Foot Artillery (+KGL)	Regular Artillery	Standard	12pdr, 8pdr, or 6pdr Guns	Royal Artillery, Reliable, Impetuous
Royal Horse Artillery (+KGL)	Regular Artillery	Standard	6pdr Guns	Royal Artillery, Reliable, Impetuous
Hanoverian Line	Regular Line Infantry	Standard	Smoothbore Musket	Two Rank System
Hanoverian Light	Regular Light Infantry	Standard	Smoothbore Musket	Two Rank System
Hanoverian Landwehr	Militia Infantry	Standard	Smoothbore Musket	Unreliable, Reluctant, No Mixed
Hanoverian Jagers	Regular Skirmishers	Standard	Smoothbore Musket	Marksmen
Hanoverian Hussars	Regular Light Cavalry	Standard	Swords	Independent, Impetuous
Hanoverian Foot Artillery	Regular Artillery	Large	12pdr, 8pdr, or 6pdr Guns	
Brunswick Line	Regular Line Infantry	Standard	Smoothbore Musket	
Brunswick Light	Regular Light Infantry	Standard	Smoothbore Musket	
Brunswick Jagers	Regular Skirmishers	Standard	Smoothbore Musket	Marksmen
Brunswick Leib	Veteran Infantry	Standard	Smoothbore Musket	Elite, Reliable, Tough Fighters
Brunswick Hussars	Regular Light Cavalry	Standard	Swords	Independent, Impetuous
Brunswick Uhlans	Regular Light Cavalry	Standard	Swords, Lances	Independent, Impact
Brunswick Foot Artillery	Regular Artillery	Large	12pdr, 8pdr, or 6pdr Guns	
Brunswick Horse Artillery	Regular Artillery	Large	6pdr Guns	
Dutch/Belgian Line	Regular Line Infantry	Standard	Smoothbore Musket	Two Rank System
Dutch/Belgian Light	Regular Light Infantry	Standard	Smoothbore Musket	Two Rank System
Dutch/Belgian Jagers	Regular Skirmishers	Standard	Smoothbore Musket	Marksmen
Dutch/Belgian Carabiniers	Veteran Heavy Cavalry	Standard	Swords	Elite, Reliable
Dutch/Belgian Hussars	Regular Light Cavalry	Standard	Swords	Independent, Impetuous
Dutch/Belgian Light Dragoons	Regular Light Cavalry	Standard	Swords	Independent
Dutch/Belgian Foot Artillery	Regular Artillery	Large	12pdr, 8pdr, or 6pdr Guns	
Dutch/Belgian Horse Artillery	Regular Artillery	Large	6pdr Guns	
Nassau Landwehr	Militia Infantry	Standard	Smoothbore Musket	Unreliable, Reluctant, No Mixed
Nassau Line	Regular Line Infantry	Standard	Smoothbore Musket	
Nassau Jager	Regular Skirmishers	Standard	Smoothbore Musket	Marksmen

APPENDIX H: SPAIN AND PORTUGAL

Use this as a guideline for including units in your armies.



UNIT	TYPE	SIZE	WEAPONS	SPECIAL RULES
Portuguese Line	Regular Line Infantry	Standard	Smoothbore Musket	Two Rank System
Portuguese Caçadores	Regular Light Infantry	Standard	Smoothbore Musket	Two Rank System
Portuguese Cavalry	Regular Light Cavalry	Standard	Swords, Carbines	Independent
Portuguese Foot Artillery	Regular Artillery	Large	12pdr, 8pdr, or 6pdr Guns	
Spanish Militia	Militia Infantry	Standard	Smoothbore Musket	Unreliable, Reluctant, No Mixed
Spanish Guerillas	Skirmishers	Standard	Smoothbore Musket	Unreliable, Reluctant, Irregular
Spanish Line	Regular Line Infantry	Standard	Smoothbore Musket	Reluctant
Spanish Light	Regular Light Infantry	Standard	Smoothbore Musket	Reluctant
Spanish Grenadiers	Veteran Infantry	Standard	Smoothbore Musket	Elite, Tough Fighters, No Mixed
Spanish Guard	Guard Infantry	Standard	Smoothbore Musket	Elite, Reliable, Tough Fighters, No Mixed
Spanish Light Cavalry	Regular Light Cavalry	Standard	Swords, Carbines	Independent, Reluctant
Spanish Lancers	Regular Light Cavalry	Standard	Swords, Lances	Independent, Reluctant, Impact
Spanish Heavy Cavalry	Regular Heavy Cavalry	Standard	Swords	Independent, Reluctant
Spanish Guard Light Cavalry	Veteran Light Cavalry	Standard	Swords, Carbines	Elite, Reliable, Tough Fighters, Independent
Spanish Guard Cavalry	Veteran Heavy Cavalry	Standard	Swords	Elite, Reliable, Tough Fighters
Spanish Foot Artillery	Regular Artillery	Standard	12pdr, 8pdr, or 6pdr Guns	Reluctant
Spanish Horse Artillery	Regular Artillery	Standard	6pdr Guns	Reluctant

APPENDIX I: AUSTRIAN ARMY LIST



Use this as a guideline for including units in your armies.

UNIT	TYPE	SIZE	WEAPONS	SPECIAL RULES
Landwehr	Militia Infantry	Standard	Smoothbore Musket	Unreliable, Reluctant, No Mixed
Grenz	Regular Light Infantry	Standard	Smoothbore Musket	Poor Skirmish
Line	Regular Line Infantry	Standard	Smoothbore Musket	Poor Skirmish
Line	Regular Line Infantry	Large	Smoothbore Musket	Poor Skirmish, Large Unit
Jager	Regular Skirmishers	Standard	Rifled Musket	Marksmen
Grenadier	Veteran Infantry	Standard	Smoothbore Musket	Elite, Tough Fighters, No Mixed
Hussars	Regular Light Cavalry	Standard	Swords, Carbines	Independent, Impetuous
Uhlans	Regular Light Cavalry	Standard	Swords, Lances	Independent, Impact
Dragoons	Regular Heavy Cavalry	Standard	Swords, Carbines	Independent
Cuirassiers	Veteran Heavy Cavalry	Standard	Swords	Elite, Reliable, Cuirasses
Foot Artillery	Regular Artillery	Large	12pdr, 8pdr, or 6pdr Guns	
Horse Artillery	Regular Artillery	Large	6pdr Guns	

APPENDIX J: RUSSIAN ARMY LIST

Use this as a guideline for including units in your armies.



UNIT	TYPE	SIZE	WEAPONS	SPECIAL RULES
Opolchenie	Militia Infantry	Standard	Pikes	Stoic, Unreliable, Reluctant, No Mixed
Line	Regular Line Infantry	Standard	Smoothbore Musket	Stoic, Poor Skirmish
Jager	Regular Light Infantry	Small	Smoothbore Musket	Stoic, Tough Fighters, Poor Skirmish
Grenadier	Veteran Infantry	Standard	Smoothbore Musket	Stoic, Elite, Reliable, Tough Fighters, No Mixed
Guard	Guard Infantry	Standard	Smoothbore Musket	Stoic, Elite, Reliable, Tough Fighters, Stubborn, No Mixed
Mounted Infantry	Regular Light Cavalry	Standard	Swords, Carbines	Independent
Hussar	Regular Light Cavalry	Standard	Swords, Carbines	Independent, Impetuous
Uhlans	Regular Light Cavalry	Standard	Swords, Lances	Independent, Impact
Cossacks	Militia Light Cavalry	Standard	Swords, Lances	Independent, Impact, Irregular, Tough Fighters, Unreliable
Dragoons	Regular Heavy Cavalry	Standard	Swords, Carbines	Independent
Cuirassier	Veteran Heavy Cavalry	Standard	Swords	Elite, Reliable, Cuirasses
Guard Dragoons	Guard Heavy Cavalry	Standard	Swords	Elite, Reliable, Tough Fighters, Stubborn, Impetuous
Guard Uhlans	Guard Light Cavalry	Standard	Swords, Lances	Independent, Reliable, Tough Fighters, Impact
Guard Hussars	Guard Light Cavalry	Standard	Swords, Carbines	Independent, Reliable, Tough Fighters, Impetuous
Guard Cossacks	Veteran Light Cavalry	Standard	Swords, Lances	Independent, Reliable, Impact, Tough Fighters, Irregular
Chevalier Guard	Guard Heavy Cavalry	Standard	Swords	Elite, Reliable, Tough Fighters, Stubborn
Horse Guards	Guard Heavy Cavalry	Standard	Swords	Elite, Reliable, Tough Fighters, Stubborn
Opolchenie Artillery	Militia Artillery	Small	6pdr or 3pdr Guns	Stoic, Unreliable, Reluctant (Remove Reluctant if fighting in Russia)
Foot Artillery	Regular Artillery	Very Large	12pdr, 8pdr, or 6pdr Guns	Stoic, Tough Fighters
Horse Artillery	Regular Artillery	Very Large	6pdr Guns	Stoic, Tough Fighters